

# MECHASSAULT 2

## Lone Wolf



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# MECHASSAULT 2

## Lone Wolf





## SAFETY INFORMATION

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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## GETTING RIGHT IN THERE

Itching for instant action? You can always read the rest of this manual later. Here's how to dive in right now!

1. Press **▶** (START).
2. From the Main menu, select Campaign.

To familiarize yourself with the controls, see the next section.

## IF YOU'RE NEW TO *MECHASSAULT*

Although *MechAssault*® 2 is a continuation of the 'Mech saga, you may be entirely new to this game. Here are the basics.

### How to move around

You use a combination of **R** and **L** to move. **R** rotates the camera (and also moves it up and down), and **L** moves your pilot, BattleArmor, 'Mech, or vehicle.

### How to fire weapons

**R** fires the currently selected weapon. For maximum potency, energy weapons and mortars sometimes require that you pull and hold **R** for a few seconds to let the weapon charge, and then release the trigger to fire.

### How to change weapons

**L** cycles your available weapons. Look to the lower right of your screen for an icon of your currently selected weapon. (For more on using weapons, see pages 20–23.)

### Where to learn more

In this manual, the following sections are especially helpful if you're unfamiliar with the 'Mech games:

- Game Controls
- Menu Options
- Saving and Loading Games

## NEW FEATURES

Look for these new features to combat new enemies:

- **The out-of-'Mech experience:** Get out of that 'Mech and set explosive charges, hack security panels, hop into a gun turret, or try on the new BattleArmor.
- **BattleArmor:** You'll stand tall on the battlefield with this powerful metal suit. Even more important, you can use the BattleArmor's jumpjets and claw to NeuroHack 'Mechs and eject their pilots. Curious? (For more on using BattleArmor, see pages 14–15.)
- **Flyable VTOLs (vertical take-off and landing craft):** You've seen them overhead in *MechAssault*. Now get in and fly one.
- **Tanks:** These highly mobile vehicles are surprisingly nimble and pack an enormous amount of firepower.
- **Turrets:** Not inside a 'Mech? No problem. Step into one of the new gun turrets, and you're hurling the hurt all over the battle zone.
- ... and of course, new 'Mechs!

## THE STORY CONTINUES ...

Wolf's Dragoons have been decimated. You and your team—Major Natalia Kerensky and the technically prodigious Lieutenant Foster—are alone on the planet Dante, a trio that must function as an entire army.

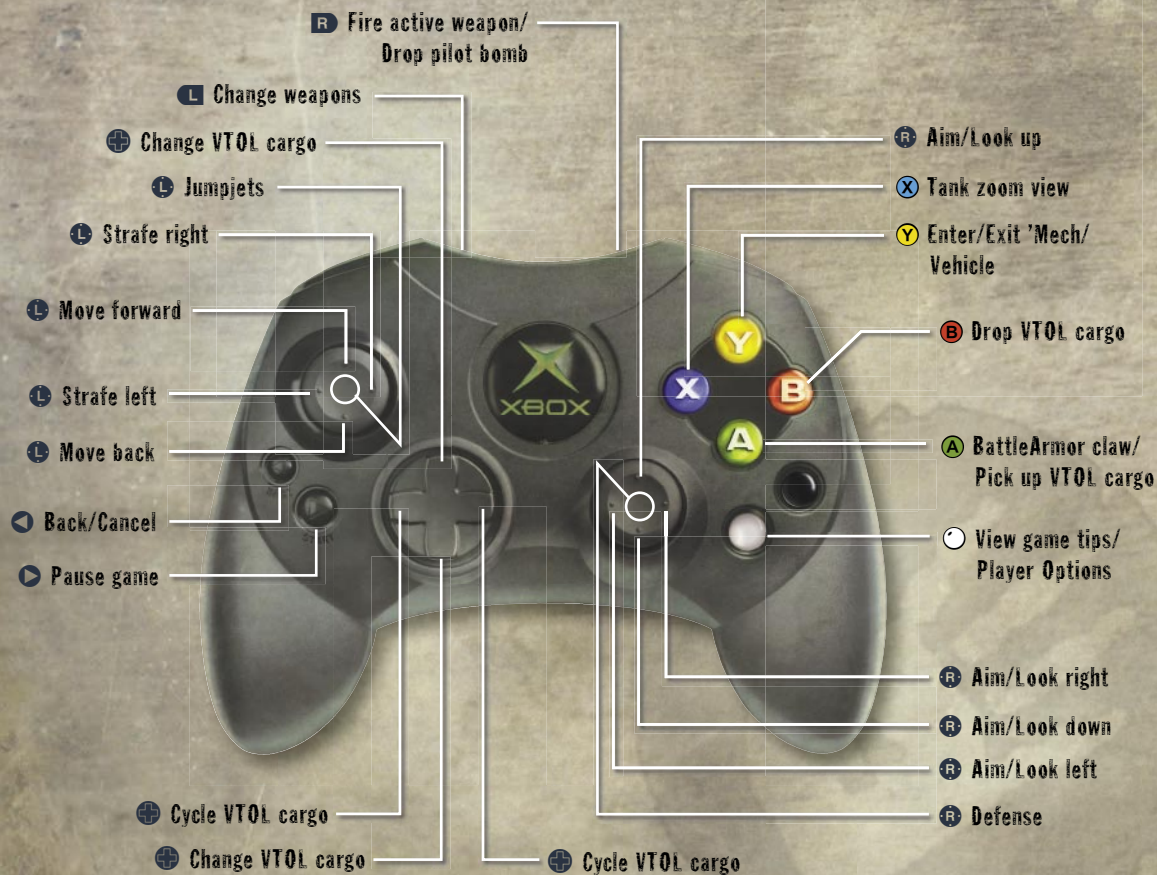


From the smoking head of a destroyed Ragnarok 'Mech, Foster discovers a strange data core and fashions it into a new kind of portable weapon, perfect for this new age of mobile combat.

But then a mysterious visitor crash-lands nearby. Is the enemy of your enemy always your friend? Is this data core a fluke, or part of a larger plan? Are there any other survivors from Wolf's Dragoons? And just what does the malicious Word of Blake have up its sleeve now?



# GAME CONTROLS





## MENU OPTIONS

### Main Menu

- **Campaign:** The Campaign is the main single-player option.
- **Multiplayer:** Choose Local Machine, System Link, or Xbox Live™. (For more on multiplayer and Xbox Live, see pages 25–30.)
- **Conquest:** Conquest is your portal into Conquest games, which take place over time in a persistent universe. You can view your score on the Conquest Web site.
- **Credits:** See the team that made *MechAssault 2: Lone Wolf*.
- **Player Options:** Change your control settings, the volume, and video settings. You can also add players to multiplayer games, and create your own player profile here.



Campaign

Multiplayer

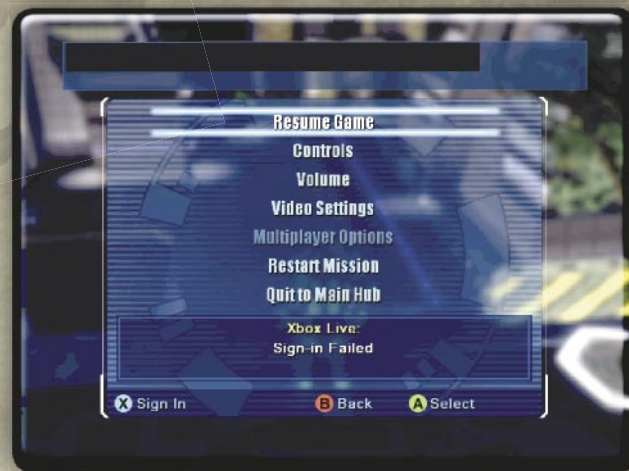
Conquest

Credits

### In-Game Menu

During a game, press **△** to pause and view the In-Game menu.

- **Resume Game:** Select this to return to the game exactly where you paused it.
- **Controls:** Change control settings here, such as inverted y-axis and vibration.
- **Volume:** You can change the audio settings for different parts of the game. For example, you can make speech louder while making music softer.
- **Video Settings:** You can change the brightness and contrast here.
- **Multiplayer Options:** For information on multiplayer, see pages 25–27.
- **Restart Mission:** This will start over from the beginning of the current mission.
- **Quit to Main Hub:** This will return you to the Main menu of the game.
- **Xbox Live Sign-In:** For information on Xbox Live, see pages 28–30.





## PLAYER OPTIONS MENU

- **Resume Game:** Select this to return to the game exactly where you paused it.
- **Controls:** Change control settings here, such as inverted y-axis and vibration.
- **Volume:** You can change the audio settings for different parts of the game. For example, you can make speech louder while making music softer.
- **Video Settings:** You can change the brightness and contrast here.
- **Multiplayer Options:** For information on multiplayer, see pages 25–27.
- **Profiles:** Create or modify your unique player profile, including your gamer tag.
- **Add Player:** Add a player to a multiplayer game. (For more on multiplayer, see pages 25–27.)



## NAVIGATING THE INTERFACE

Always remember to use **+** to move among menu items on the Main menu. Then press **A** to select the option. If you use the thumbsticks, you'll move the 3-D pilot around the briefing room, but not to the selection on your menu.

From the In-Game menu or Player Options menu, use **+** or **-** to move between menu items. Then press **A** to select the option.





## THE 'MECHS

The BattleMechs are divided into four weight classes, each with its own advantages and battle strategies.

### Light 'Mechs

Light 'Mechs are fast and nimble. They are great for scouting missions and quick hit-and-run assignments.

#### OWENS

Tonnage: 35

Speed: 34 mph

Offensive Weapons: Machine Gun, Crossbow Short-Range Missile (SRM)

Defensive/Special: Reactive Armor (a type of armor that actually dampens ballistic damage)

The Owens is extremely versatile and touts an arsenal of weapons that provide striking power at close range. It is one of the fastest 'Mechs, very well armored, and well suited for reconnaissance.



#### HACKMAN

Tonnage: 35

Speed: 34 mph

Offensive Weapons: Gauss Rifle, Crossbow SRM

Defensive/Special: Null Sig

The Hackman is swift and stealthy. A variant of the Owens, it features null signature technology for avoiding enemy radar. Its speed is invaluable behind enemy lines.



Other light class 'Mechs include the Corvus, Raven, Uller, Kit Fox, Cougar, and Puma.

### Medium 'Mechs

Medium 'Mechs are also a very fast class of 'Mechs, and they can take considerably more damage in battle than Light 'Mechs. They are a good choice for a combination of speed and power.

#### RAPTOR

Tonnage: 40

Speed: 32 mph

Offensive Weapons: Pulse Laser, Autocannon, Crossbow SRM

Defensive/Special: Jumpjets, Null Sig

The Raptor combines maneuverability with tremendously effective short-range weaponry, which makes it great in a close- or medium-range skirmish.



#### STILETTO

Tonnage: 40

Speed: 32 mph

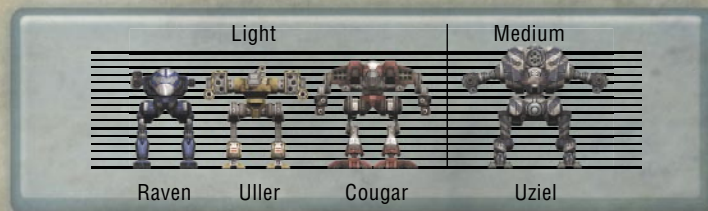
Offensive Weapons: Flamer, Gauss Rifle, Crossbow SRM

Defensive/Special: Jumpjets, Reactive Armor Mod

The Stiletto is a variant of the Raptor that includes a flamer (which overheats and weakens enemy weapons, as well as does damage) and a gauss rifle, and trades null sig stealth for reactive armor mod.



Other medium class 'Mechs include the Uziel and the Belial.





## Heavy 'Mechs

Heavy 'Mechs are a little slower than the lighter classes, but they make up for it in firepower and the highest defensive rating on the battlefield. If you want to get in close and mix it up, the Heavy 'Mechs are for you.

### NOVA CAT

Tonnage: 70

Speed: 23 mph

Offensive Weapons: Laser, Machine Gun

Defensive/Special: Reflective Armor Mod

The Nova Cat is a whole new breed, featuring lasers, lasers, and more lasers.



### WENDIGO

Tonnage: 70

Speed: 23 mph

Offensive Weapons: Particle Projectile Cannon (PPC), Autocannon

Defensive/Special: Reactive Armor Mod

The Wendigo is a variant of the Nova Cat that uses a PPC and autocannon instead of lasers.



Other heavy class 'Mechs include the Vulture, Mad Dog, Catapult, Bowman, Thor, Loki, Hellbringer, Summoner, Madcat, and Timber Wolf.

## Assault 'Mechs

Assault 'Mechs are the heaviest class of all. They're not fast, and they offer less defensive capacity than Heavy 'Mechs—but they're 100 tons of pure, destructive thunder.

### BLOOD ASP

Tonnage: 100

Speed: 19 mph

Offensive Weapons: Plasma PPC, Machine Gun, Javelin Long-Range Missile (LRM)

Defensive/Special: Alpha Strike

The Blood Asp features accelerating LRMs that lock onto enemy targets.



### STAR ADDER

Tonnage: 100

Speed: 19 mph

Offensive Weapons: Plasma PPC, Autocannon, Flame Thrower

Defensive/Special: Alpha Strike

The Star Adder is a variant of the Blood Asp that emphasizes short-range combat. Its flame thrower is highly destructive up close.



Other assault class 'Mechs include the Atlas, Prometheus, Ragnarok, and Ymir.





## BATTLEARMOR

New challenges call for new equipment. Put on the experimental BattleArmor, created by Foster from a mysterious data core, and you'll dwarf other soldiers in battle.

### Using jumpjets

Press and hold **L**. As you use the jumpjets, the blue jumpjet meter goes down. When it reaches empty (after just a few seconds), wait for it to recharge, and then you can use it again.

If you are using the jumpjets to climb a wall, do it in combination with the claw. To use the claw, press **A**.

### Using mortars

Mortars fire in an arcing path and explode on impact. They don't automatically track their targets, so aim carefully.

The distance the mortar shell travels depends partly on the angle from which it is fired, and partly on how far you pull **R**.

Pull **R** farther to build up more propulsion in the mortar and shoot the shell a greater distance. If you pull it too far, relax your grip slightly before releasing it. A gauge will appear inside the reticle when firing. The more the gauge is filled the farther the mortar shell will travel. Be sure you fire it far enough so you don't suffer damage from the blast!

### Using the pulse laser

If the pulse laser is not already your selected weapon, pull **L** until it is selected. Pull **R** to fire the pulse laser.

### NeuroHacking enemy 'Mechs

NeuroHacking enemy 'Mechs (so called because you're hacking into the neurohelmet of the current pilot) is essentially a three-step process:

1. Move behind the 'Mech you want to hack, and jumpjet by pressing and holding **L** to elevate.



2. Press **A** to activate the claw, and then use it to attach to the 'Mech.
3. Once attached, press the buttons you see on the screen to hack into the enemy 'Mech's circuitry.

If you hack the codes faster than the 'Mech pilot, the enemy pilot is ejected and you can enter the 'Mech.

### Hitching onto friendly 'Mechs and VTOLs

In the BattleArmor, you can hitch a ride on friendly 'Mechs and VTOLs to get around (one hitchhiker per 'Mech, two per VTOL). This also defends your unit's 'Mech from hacking by hostile forces. If you are occupying the hitching position, no one else can.

Hitch a ride the same way you hack a 'Mech. To hitch on a VTOL, stand under the wing and press and hold **L** to elevate. Then press **A** to activate the claw. Tap your jumpjets when you want to let go.





## PILOT BOMBING

When you're not in BattleArmor, a 'Mech, or any kind of vehicle, you may feel vulnerable to all the machinery and firepower. But you are not helpless. In multiplayer, and in later single-player missions, a pilot outside of his machinery can plant explosive charges. We call this *pilot bombing*. It is one of the most daring things you can do in *MechAssault 2*.

### TO PLANT A PILOT BOMB

1. Press **Y** to remove BattleArmor or exit a 'Mech or vehicle.
2. Go to the place you want to plant the bomb.
3. Pull **R** to plant the bomb, and then run!
4. Pull **R** again to detonate the bomb. (Enemies also trigger bombs just by going near them.)



## TANKS

Drive the Rommel tank using **L**. Rotate and elevate the guns using **R**. Tanks are equipped with machine guns, gravity cannons, and null sig.

### Stealth mode

Tanks acquire null signature technology that makes your vehicle nearly invisible to the naked eye. You'll vanish from radar displays until you move, shoot, take damage, or heat up. Click **S** to activate null sig.

The blue indicator to the left of your health indicator displays how much invisible time you have remaining. When it is empty, the tank will lose its stealth. Wait for it to recharge, and then you can use it again.





## TURRETS

Turrets are lethal weapons, but remember that you cannot use them when you are in BattleArmor or any other vehicle.

**Autocannon Turrets:** Fire a continuous blast of larger shells. (These fire automatically, without a pilot.)

**Gauss Rifle Turrets:** Fire smaller shells, but more frequently.

**Laser Turrets:** Fire laser beams.

**POV Turrets:** Excellent weapons for distant targets. After you fire, you steer the shell, so your point of view (POV) follows the shell to its target.



## VTOLS

Vertical take-off and landing vehicles (VTOLs) take off like a helicopter and fly like an airplane.

### How to fly

As with a 'Mech, you use a combination of **R** and **L**. Use **R** to control vertical motion, and **L** to control horizontal motion and rotate the camera view.

### How to drop salvage and turrets

The VTOL serves an extremely valuable function, especially in multiplayer, by dropping supplies to teammates, deploying bombs, and automatically firing laser turrets on enemies.

Salvage is extremely important, as it can restore your health and give you valuable weapons upgrades. (For more on the benefits of salvage, see page 24.)

Besides upgrades, VTOLs can carry bombs, tanks, or up to two players in BattleArmor. In multiplayer games such as Capture the Flag, delivering the flag-bearing player can be a huge strategic advantage. Placing a tank that's in stealth mode on top of a building or cliff could give your enemies quite a surprise.

### TO PICK UP ITEMS AT VTOL PADS

1. Lower the VTOL onto the pad.  
(Available items appear in the lower left of the screen.)
2. Press **+** left or right to select an item.
3. Press **A** to load the item into the VTOL's inventory (displayed in the lower right of the screen).

### TO DROP ITEMS ONTO THE FIELD

1. Press **+** up or down to select an item from your inventory to drop.
2. Press **B** to deploy the item.



## WEAPONS

There are a number of stock weapons with each 'Mech. Most 'Mechs are outfitted with offensive and defensive weapons systems, and many of them feature jumpjets.

### Energy Weapons

These weapons require stored energy and some take time to charge before you can fire them. They also produce a fair amount of heat that you need to manage.

#### Pulse Laser

The pulse laser is rapid-fire and particularly useful against vehicles. It is possible to fire off a new burst every fraction of a second. Accuracy depends on how well you can track the target.

#### Laser

This is the standard beam laser. It fires a single long beam of energy with a tracking ability that strikes the target even if the target moves.

#### PPC

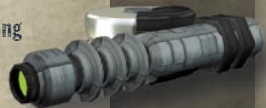
The particle projection cannon (PPC) is a ball of energy with a trail effect and seeking capability. When the reticle turns red, you have a lock on your target. Charge the PPC by pulling and holding **R** until fully charged; release the trigger to unleash the bolt of energy.

#### Plasma PPC

The plasma PPC fires faster than the normal PPC, but does less damage on impact.

#### Gravity Cannon

The gravity cannon is found on the Rommel Mk2 tank. It has two side-by-side barrels that fire consecutively. It has unlimited ammunition (except in levels 2 and 3). To zoom the cannon's view, press **X**. This weapon is designed to hit 'Mechs in the legs—the higher the weapon the better your chances.



### Ballistic Weapons

Here are the details on the ballistic weapons you have at your disposal.

#### Machine Gun

The machine gun is your rapid-fire, short-range weapon of choice for ballistics. It is very accurate at close range. Damage is light to heavy, depending on range. This weapon generates very little heat.



#### Autocannon

The autocannon is a high-velocity, direct-fire ballistic weapon. Potential damage impact is moderate to heavy, depending on range. Heat generation is moderate. The rate of fire is fairly slow, and accuracy is moderate, but the force can sometimes knock over an enemy 'Mech.



#### Gauss Rifle

The gauss rifle uses a series of magnets to propel a very heavy metal projectile at high velocity over a great distance. Impact is moderate to very heavy. The gauss rifle has the potential to knock another 'Mech off its feet. The rate of fire is very slow, but it is accurate to a great distance. It generates very little heat.





## Missile Weapons

Your 'Mechs may also be outfitted with missiles. To lock on a target, hold the targeting reticle over an enemy until the reticle changes to red crosshairs. If you move the reticle off the target for more than a few seconds, you lose target lock.

### Crossbow SRM

Crossbow short-range missiles (SRMs) feature heat-seeking but have limited turn and splash capability. Heat-seeking is a recent improvement to SRM weapons. Note that seeking is possible only after you've locked on a target.

### Hammer Missile

Hammer missiles are medium range, medium speed, and dumb-fire (no seeking capability). They have a heavy impact on the target and a large splash radius. There are never more than two included on a single 'Mech because of ordnance load-out considerations.

### Javelin LRM

Javelin long-range missiles (LRMs) are high impact. When they are locked onto a target, they begin to accelerate toward and seek the target. There are never more than four included on a 'Mech. Splash damage is moderate.

### POV Missile

POV missiles are excellent weapons for distant targets. After you fire, you steer the shell, so your point of view (POV) follows the shell to its target. Pull **L** to detonate manually. You can also speed up by moving **U** up and slow down by moving **D** down.

## Defensive and Special Weapons

Each 'Mech has its own set of defensive weapons or special capabilities.



## Jumpjets

Using jumpjets you can launch your 'Mech into the air as a defensive tactic to avoid missiles and other incoming rounds. You can also use jumpjets as an offensive tactic to fire beyond objects that obstruct your view. And, you can move to strategic positions in an environment that you might not have reached otherwise.

To use jumpjets, press and hold **L** for as long as jumpjet fuel remains. When you release the thumbstick, the jumpjets recharge.

## Null Signature

Null sig masks you from enemy radar when you click **R** and for as long as you have power remaining. The red dot on your enemy's radar screen simply disappears when null sig is active. As you build up heat or use your weapons, the 'Mech becomes increasingly visible.

## Target Jamming

Target jamming enables you to jam enemy radar within a given range when you click **R**. It also causes enemies to lose target lock.

## Active AMS

The AMS (anti-missile system) sends out a bolt of energy that destroys a missile before it can hit its target. Click **R** to deploy it. The missile explodes when hit, and all AOE (area of effect) splash damage is nullified. This system attacks SRMs, LRMs, and rockets. This system does *not* attack Hammer missiles, POV missiles, mortars, and non-missile weaponry (PPCs, large lasers, and so on.).

## Alpha Strike

Alpha strike is available only to certain assault class 'Mechs. When all weapons are at maximum power, an alpha strike fires them all at once, creating devastation that nothing in its path can withstand. After using alpha strike, your Assault 'Mech will heat up and all the weapons will power down to a level 1.

## Defensive Armor Mods

Defensive armor mods protect against different classes of weaponry: a blue mod is reflective armor and prevents energy attacks; a yellow mod is reactive armor and prevents ballistic attacks. Also, an activated defensive armor mod prevents NeuroHacking from hostile BattleArmor.



## SALVAGE

Salvage (also called *power-ups*) is often found in destroyed 'Mechs, vehicles, or buildings. Not all destroyed objects have salvage, so look for glowing bright colors in the wreckage, a sure sign of salvage. Salvage can increase your health and give you valuable weapon capabilities. To pick up salvage, just run over it.

**Armor power-ups (green):** Green salvage restores your depleted armor, which can save your life.

**Missile power-ups (red):** Red salvage upgrades your missile weapons, making them temporarily more effective.

**Energy power-ups (blue):** Blue salvage bolsters your energy weapons and makes them more potent for a limited duration.

**Ballistic power-ups (yellow):** Yellow salvage temporarily increases the damage level of your ballistic weapons.

## SAVING AND LOADING GAMES

If your character is destroyed during a mission, you don't have to start the entire mission over, unless you are destroyed at the beginning. You begin again at your last automatically saved mission checkpoint.

Games are saved automatically when you complete missions. (There is no menu command for saving games.) To load a saved game, just play with the same player profile that you played with last time. The game remembers your mission progress.



## MULTIPLAYER







You can have multiplayer games on the same console, over a network or cable connection, or on Xbox Live.

### Same-Console Multiplayer

Battle a friend head-to-head in split-screen mode. Connect an Xbox controller for your opponent, strap yourself firmly into the cockpit, and initiate countdown to battle stations.



### TO SET UP MULTIPLAYER ON A SINGLE XBOX CONSOLE

1. Press  on a controller and then select **Add a Player**.
2. Press  on a second controller.
3. Press  on the first controller to return to the Main menu.
4. Select **Multiplayer**, and then select **Local Machine**.
5. From the **New Game** menu, use  (scroll up, down, left, and right) to configure or change game options, and then press  to save options.
6. Press  to start the game.



## System Link Multiplayer

With system link play, you can connect two Xbox consoles using an Xbox system link cable, or up to 12 Xbox consoles (for a total of 12 players) using an Ethernet hub and standard Ethernet cables plugged into a 10Base-T or 100Base-TX network. Refer to your Xbox instruction manual for more information and instructions on how to do this.

### TO SET UP SYSTEM LINK PLAY

1. From the Main menu, select **Multiplayer**.
2. From the Multiplayer menu, select **System Link**.
3. From the Select Profile menu, press **○** to select a profile.

You can connect up to 12 Xbox consoles (for a total of 12 players).

4. Press **▶** to open the Games list.
5. To join an existing game, select **Join Game**.  
—or—

To start your own game, select **Host Game**.

6. Once a game is configured, the host presses **Ⓐ** to save the game options.
7. If needed, the host uses **Ⓢ** to change selected game options.
8. When ready, the host presses **Ⓐ** to launch the game.



## Multiplayer Game Types

There are ten different types of multiplayer games, each with different rules. (OptiMatch™ abbreviations are included in parentheses.)

**Grinder:** Fight alone or with a friend against impossible odds and see how long you can hold out.

**Destruction (Des):** A total free-for-all. Shoot anything that moves. Everyone is your enemy. This is a timed game, so the player with the most points at the end wins.

**Team Destruction (TDes):** The same as Destruction, except that there are two teams. Only destroy the other team.

**Last Man Standing (LMS):** Once you're dead, you don't respawn. The point is not to get killed—ever.

**Team Last Man Standing (TLMS):** Like the previous game type, but with teams. The first team to wipe out the entire opposing team wins.

**Not It! (NI):** Another free-for-all (there are no teams), but with a twist. When the game starts, one person is randomly selected to be "it." That person is the only one who can score for killing enemies. And if you kill that player, then you become "it."

**Capture the Flag (CTF):** Two teams attempt to defend their own flag while trying to capture the enemy flag and return it to a friendly base. Each time a team captures the enemy flag the team earns a point. The team with the most points at the end of the game wins.

**Check It! (Chk):** Each map contains five control points that each team is trying to control. The team that controls all five points first, *or* the team that has the most points at the end of the time limit wins the game. Note that checkpoints can only be captured while you are on foot.

**Snatch It! (Snch):** Snatch It! is played with two opposing teams. Each team must try to capture all of the data cores in the world and return them to their base.

**Base War (Base):** Players start on either side of the battlefield in bases that contain all of their spawn points and an assortment of vehicles and 'Mechs to occupy. The object of the game is to destroy the enemy team's base generator before the time limit expires while simultaneously defending your own generator from attack.



## XBOX LIVE

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your friends to play and talk to them in real time while you play. For games with downloadable content, download new items such as levels, missions, weapons, vehicles, and more to your Xbox console.

## Connecting

Before you can use the Xbox Live service, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting, go to [www.xbox.com/connect](http://www.xbox.com/connect).

Once you are connected, you can choose **Quick Match** to join any available game, or **OptiMatch**, which will let you be more specific about the type of game you want to join.

You can also choose **Host Game** if you want to create your own.

## Clans

A clan is a cohesive fighting unit, with ranks, a motto, and a visible icon. You can easily send messages to your entire clan at once.

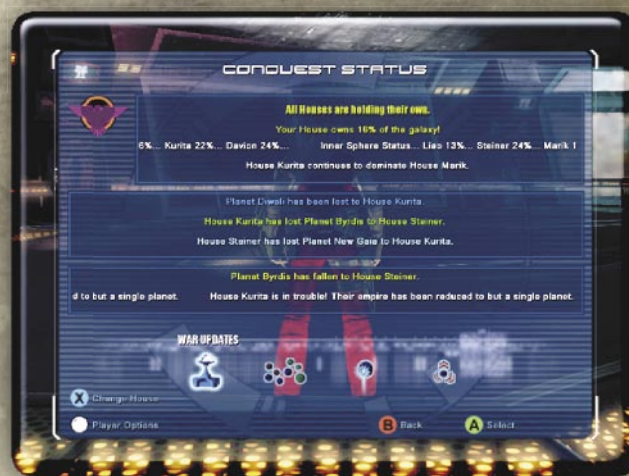
Select **Friends** to view the status of your friends, other online players, and your clan. If you are not already a member of a clan, you can create one by pressing **Y** on the **My Clan** menu, and following the instructions. Once your clan is created, **Y** displays the **Clan Info** menu. The **Clan Info** menu allows you (if you are of sufficiently high rank) to recruit new players, modify clan details, leave the clan yourself, or disband the clan entirely.

In the Xbox Live lobby, you can also check your **Stats** and **Download Content**.

## Conquest

Conquest is an ongoing online competition for control of the MechAssault galaxy. Align yourself with one of the noble houses and gain territory for its glory.

To start, select **Conquest** on the Main menu. If you are not logged in to Xbox Live, you will be prompted to do so. The first time you connect, watch the Conquest introduction movie, and then choose the House you will fight for. (This is not a permanent choice; you can change your allegiance later.)



The Conquest Status menu then displays War Updates, information about recent developments in the conflict. The other menu choices are **Galaxy Map**, **War Stats**, and **War**.

- **Galaxy Map** lets you see the current state of the galaxy, including planets that are under attack, and planets that can be attacked.
- **War Stats** displays the statistics of the top 100 MechWarriors in the Conquest universe, as well as your friends' rankings.
- The **War** menu option is where you launch attacks, reinforce existing attacks, or defend against an invasion.

Find out more at [www.MechAssault2.com](http://www.MechAssault2.com).



## Planetary Battles and Planet Points

Conquest is all about gaining territory. Battles take place on contested planets along your House's current front. These are the rules:

- Your House can only attack a planet if you own two planets that are linked to the target planet with trade routes (marked by the lines on the Galaxy Map).
- To destroy a planet's defenses and take it over, a House must win several games on the planet.
- Each victory gains the winning House a point on the planet.
- Each planet has a minimum number of Planet Points that a House must gain before the planet is conquered.
- If the defending House reaches this point total first, all point values are reset and the attackers must try again.
- If an attacking House reaches the point total first, the planet changes hands and all point totals are reset.

Points are specific to the planet you're fighting on. Remember that planets can change hands numerous times, so even if your House is pushed off of a planet, you can still try to take it back.

Each planet has a specific game type. This game type is the only one allowed on that planet, requiring MechWarriors to be adept at a variety of game types in order to dominate the galaxy.

## Launching, Reinforcing, Defending

Select **Launch Attack** on the War menu to host a game where your House attacks an enemy planet. This screen displays planets available for attack. Scroll with **⬅** to see more planets. Pick a planet and press **⬆** to go to the ready room. Once you have enough players and the teams are even, press **⬆** to launch the attack.

Select **Reinforce** to see planets your House is attacking. Scroll with **⬅** to see more planets, and select by pressing **⬆**.

Select **Defend** to see a list of planets that your House currently owns and that are under attack from enemy forces. Scroll with **⬅** to see more planets, and select by pressing **⬆**.

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For more information, visit us on the Web at [www.xbox.com](http://www.xbox.com).

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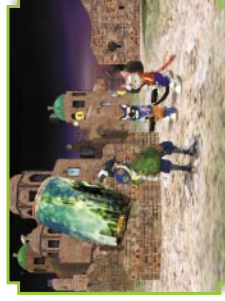
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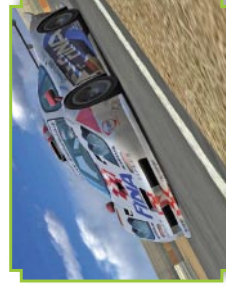
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